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Word Adventures

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You and Your Friends

News, Views, and Information

Get the Facts!

And more to come...

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Word Adventures

LEARNING WITH

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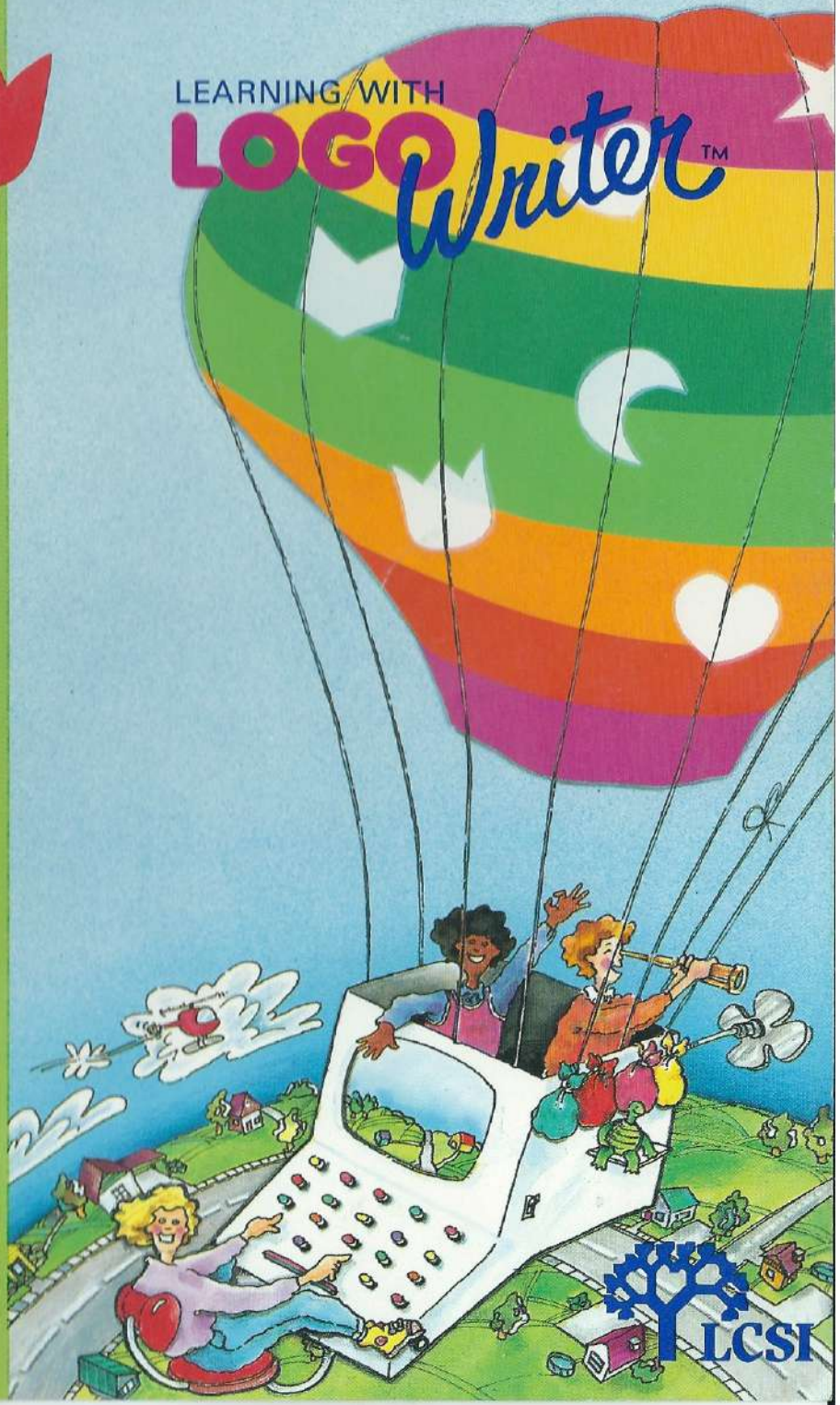

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Learning with LogoWriter

Word Adventures

by Logo Computer Systems Inc.

ZELLERS ELEMENTARY SCHOOL
STRONGSVILLE PUBLIC SCHOOLS

Montréal New York Tokyo

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Crossword Puzzle

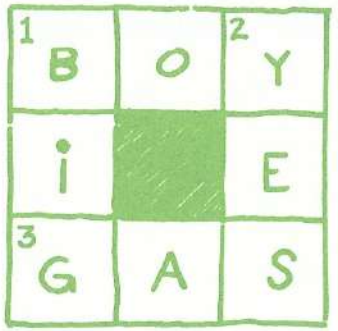
It is fun to fill in the answers to crossword puzzles, but did you ever try to create your own puzzle? Here's a chance to make one with LogoWriter!

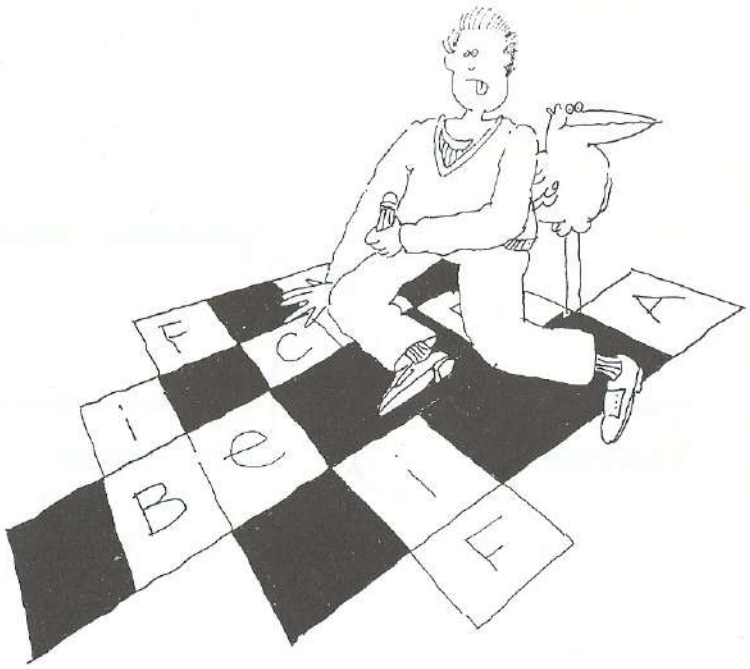
ACROSS

1. Not a girl.
3. Fill the car with ___.

DOWN

1. Not small.
2. No or ___.



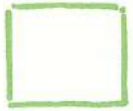


Drawing a Grid With Procedures

A crossword puzzle grid looks like a lot of little boxes.

So, start by drawing a box.

```
repeat 4 [fd 25 rt 90]
```



It would be quicker if you could just type **box** for each box you needed. Try it!

```
box
```

```
I don't know how to box
```

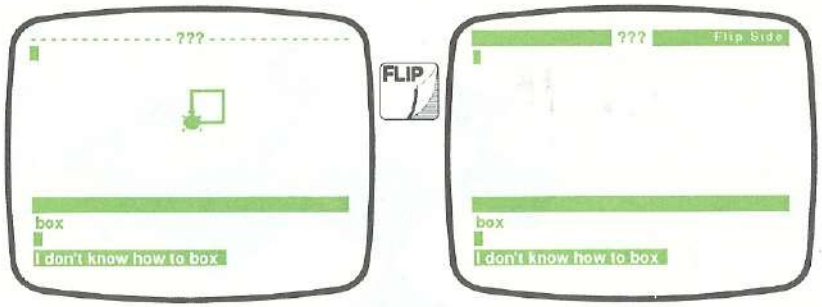
Box is not a word in LogoWriter's vocabulary, but you can add it. Words that you add to LogoWriter's vocabulary are called procedures.

A procedure is a group of instructions with a name.

Procedures are defined on the flip side of the page.

To define a **box** procedure:

Press ⌘-F Ctrl-F to go to the flip side of the page.



Front Side **Flip Side**

Type in the procedure.

Procedures always start with **to** and the name of the procedure.

```
to box
repeat 4 [fd 25 rt 90]
end
```

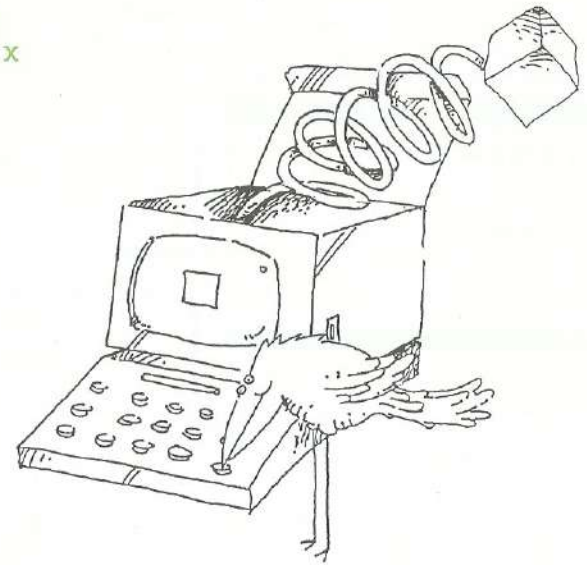
Procedures always end with **end**.

Press ⌘-F Ctrl-F to go to the front side of the page.

Procedures work just like primitives.

Try it:

```
cg
box
```



Box is now a word in LogoWriter's vocabulary. It is a command, like **cg** or **pu**.

LogoWriter's vocabulary = primitives + procedures on the flip side of the page.

Look at the crossword grid again. The boxes are lined up in rows. Each row contains three boxes.

Here is one way to make a row of boxes.

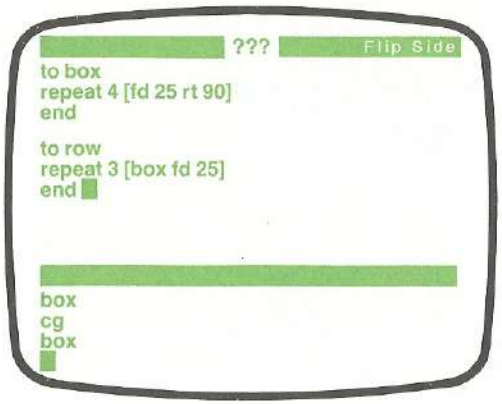
Define a **row** procedure:

FLIP Use the **flip** keys to go to the flip side of the page.

Type in the **row** procedure.

```
to row
repeat 3 [box fd 25]
end
```

You can use **box** in a procedure like any other command.



Now there are two procedures on the flip side of the page.

FLIP Use the **flip** keys to go to the front side of the page.

Try it out:

```
cg
row
```

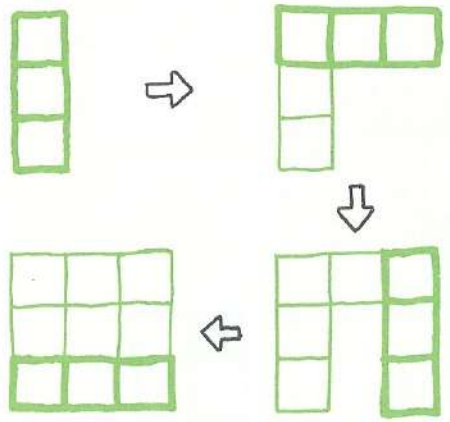
Row is a superprocedure.

A superprocedure is a procedure that runs another procedure. **Row** runs **box**.

Box is a subprocedure.

A subprocedure is a procedure that is used in another procedure.

By putting some rows together, you can make the grid.



Define a **grid** procedure:

FLIP Press the **flip** keys.

Type:

```
to grid
repeat 4 [row rt 90]
end
```

Grid is the superprocedure.

Row is the subprocedure.

FLIP Press the **flip** keys.

```
cg
grid
```

Thinking of the Words

The next step is to think of the words you want to use in your puzzle. It may help to figure them out on paper first.

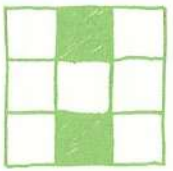
After you have decided on the words for your puzzle, go back to the grid. Fill in any boxes that won't contain letters.

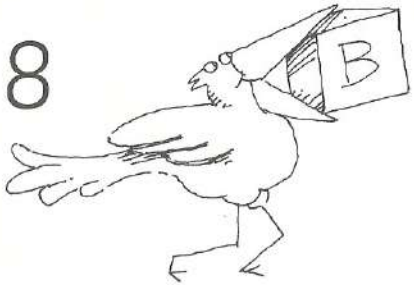
To fill a shape:

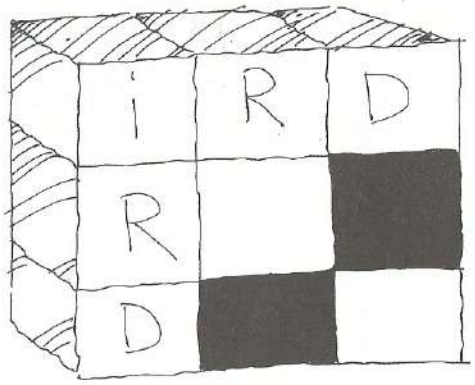
- Pick the pen up.
- Place the turtle in the shape.
- Put the pen down.
- Type:

```
fill
```

You can fill in any box.





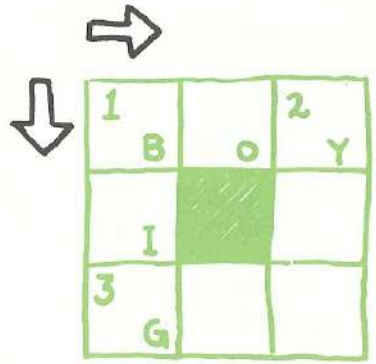


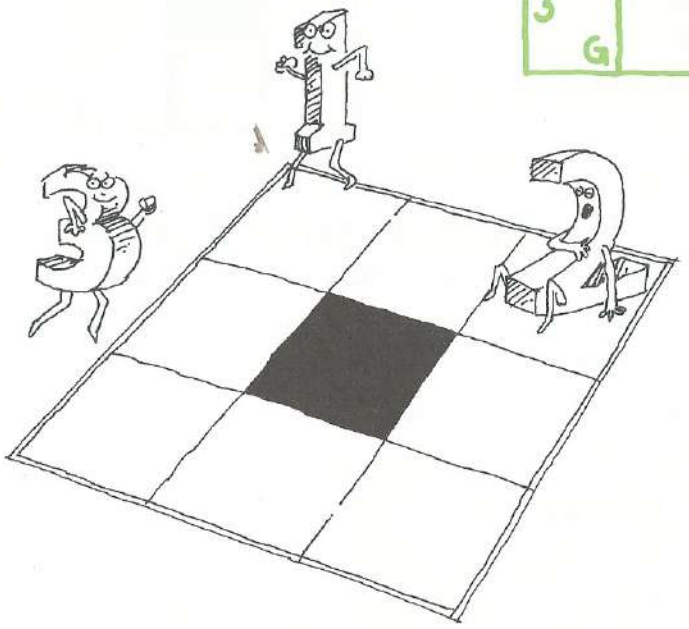
Numbering the Boxes

Put a number in any box that contains the first letter of a word.

Use **label** or the **label** keys to number the boxes.

If two words start in the same box, they share the same number.





Typing the Clues

You need a clue for every word in the puzzle.

Remember, to type on the page:

Press the **up** keys.

To return to the command center:

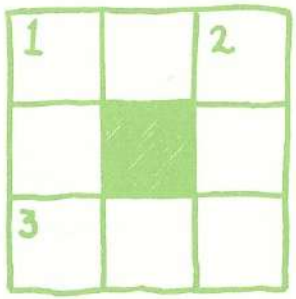
Press the **down** keys.

ACROSS

1. Not a girl.
3. Fill the car with ___.

DOWN

1. Not small.
2. No or ___.



See if your friends can figure out your crossword puzzle!

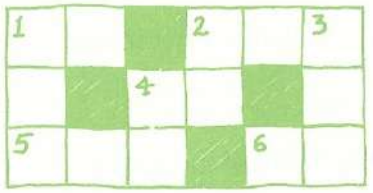
If you have a printer connected to your computer, you can print your puzzle.

- Make sure the printer is turned on.
- Type:

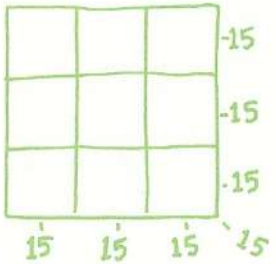
```
printscreen
```


Try these ideas

- Put two grids together.



- Use your grid to make a crossnumber puzzle.



All the rows must add up to the same number.

Only use numbers less than 10.

Use each number only once.

More Things to Do

Here are some activity cards for you to do. They all have light green tabs.

Letterhead

Be My Valentine!

Clock

Star Tricks

How to Remove a Page

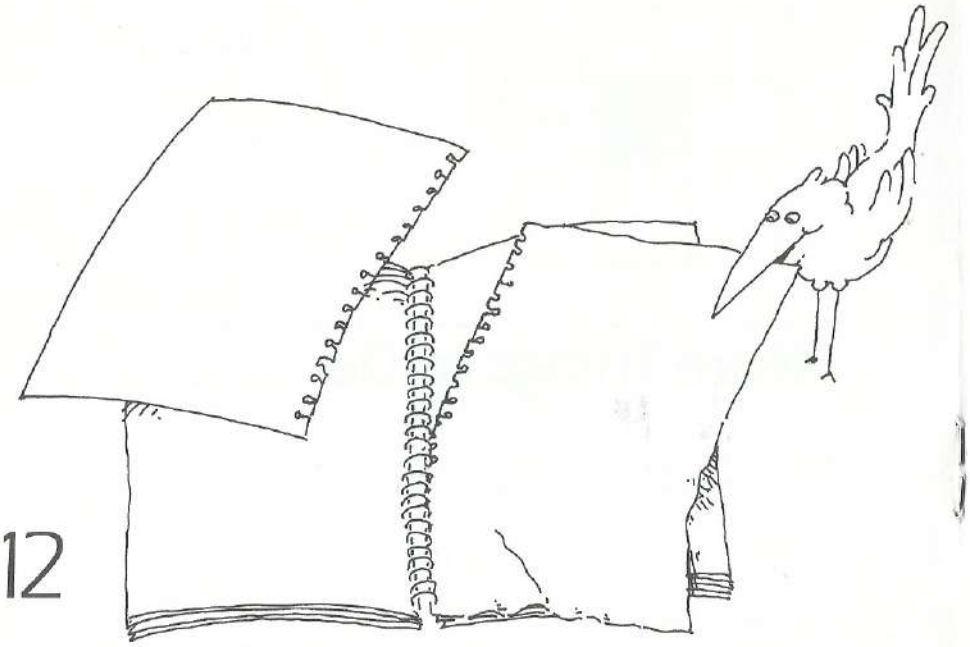
You probably have many pages in your scrapbook by now. There may be some pages you would like to "tear out" or remove.

Once you remove a page, you cannot get it back!!!

ESC Go to the Contents page.

Move the cursor to the name of the page you want to remove.

Press Ö-6 Fn-6



Adventure Story

Story

The Old Mansion

Michele and Gaby knew they were in danger!

It all started when . . . . . .

. . . . . They had only two choices.

Try to sneak out and make a run for it or hide and wait for help.

Type sneak if you think they should try to sneak out.

Type hide if you think they should hide and wait.

sneak

They crept away quietly, but ...

. . . . . .

hide

They hid and waited for everything to be silent. Then . . . . . .

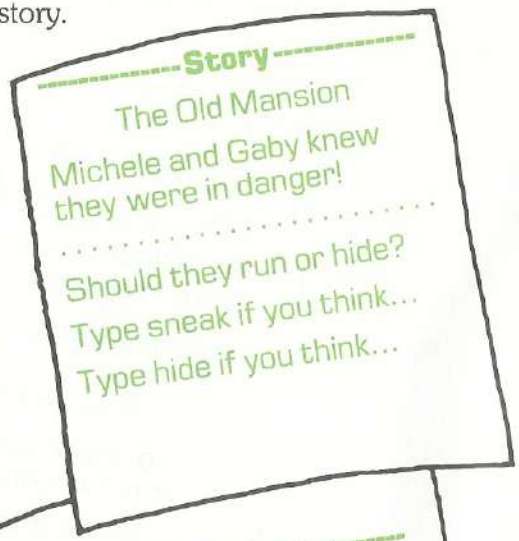
. . . . . .

Writing Your Story

Use three pages for your story.

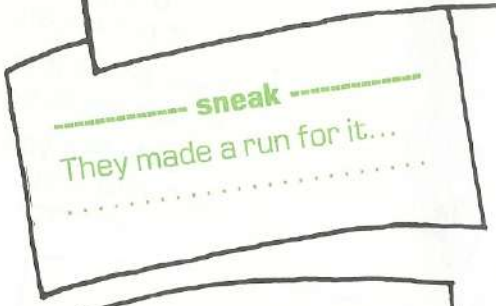
Page 1

Write the beginning of a story. Make it exciting. Don't write the ending of the story on this page! Instead, end the page with a choice.


Story
The Old Mansion
Michele and Gaby knew they were in danger!
Should they run or hide?
Type sneak if you think...
Type hide if you think...

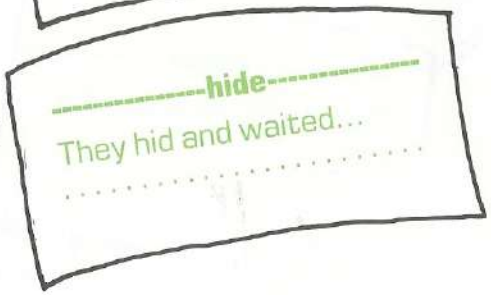
Page 2

Write an ending for the story.



Page 3

Write a different ending for the same story.



Use the **up** keys to type on the page:

Press ⌘-U Ctrl-U

Use the **down** keys to return to the command center:

Press ⌘-D Ctrl-D

Changing Pages

After you finish writing the three pages of your story, go back to the first page.

```
getpage "story
```

Use the name of your first page.

Remember to use "

Getpage gets the page you name.

Here's a trick to make it easy for your readers to get the page with the ending they want.

Define two procedures. Each procedure "gets" one of the pages.

Press the **flip** keys.

Type the procedures.

```
to sneak
getpage "sneak
end

to hide
getpage "hide
end
```

Use your page names.

Press the **flip** keys.

Try one of your procedures:

```
sneak
```

Use your procedure name.

The page changed!

To try the other procedure:

Go back to the first page.

```
getpage "story
```

Type your other procedure name.

Don't Forget to Tell the Reader...

The reader needs instructions that explain how to get the endings.

The instructions must be on the first page of the story.

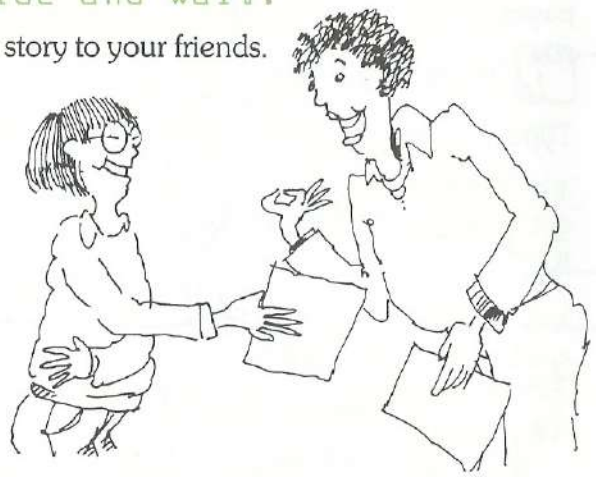
```
getpage "story
```

Write the instructions at the end of the page. They should look something like this:

```
Type sneak if you think they should
     try to sneak out.

Type hide if you think they should
     hide and wait.
```

Show your story to your friends.



More Things to Do

Here are some activity cards for you to do. They all have light green tabs.

Shape Your Stories

Melody

Score Sheet

How to Use the Editing Keys

It is easy to edit text with the LogoWriter text editing keys.

To cut out a part of the text:

Move the cursor to the first letter in the text you want to cut.

Use the **select** keys. Press ♁-1 Fn-1

Move the cursor to the character or space after the last letter you want to cut.

Use the **cut** keys. Press ♁-2 Fn-2

To paste this text in another place:

Move the cursor to where you want the text to begin.

Use the **paste** keys. Press ♁-4 Fn-4

To print something several times on your page:

Move the cursor to the beginning of the text you want to copy.

Use the **select** keys. Press ♁-1 Fn-1

Move the cursor to one character or space after the last one to be copied.

Use the **copy** keys. Press ♁-3 Fn-3

Move the cursor to where you want the copy to begin.

Use the **paste** keys. Press ♁-4 Fn-4

Secret Code

Saeacaraeata amaeaeataianaga a4a apa.ama. aiana acalauabahaoauasaea.a

This message is written in code. Can you figure out what it says?

The letter a was added after every letter or space in the message. This is the decoded message:

Secret meeting 4 p.m. in clubhouse.

Send messages written in secret code to your friends. Only someone with the special decoding procedure will know what you wrote.

Making Your Code

Start by writing your name in code.

Type your name on the page.

To type on the page:

Press the **up** keys.

```
Judy
```

Then go to the command center.

To go to the command center:

Press the **down** keys.

Type:	This is what you'll see:
`top`	Judy
Moves the cursor to the top of the page.	
`cf`	Judy
Moves the cursor forward.	
`insert "a`	Jaudy
Types an *a*. The cursor stays on the same line.	
`cf`	Jaudy
`insert "a`	Jauady
`cf`	Jauady
`insert "a`	Jauaday
`cf`	Jauaday
`insert "a`	Jauadaya

Keep going until there is an *a* after every letter in your name.

There's a shortcut for writing the instructions you used.

Clear the text and print your name again.

```
ct
insert [Judy]
```

Type:

```
top
repeat textlen [cf insert "a]
```

Textlen counts the number of letters in your name.

Textlen is a reporter. It reports the number of characters on the page.

To see what it reports, type:

```
show textlen
8
```

LogoWriter shows you the number of characters in your text.

Define a **code** procedure.

```
to code
top
repeat textlen [cf insert "a]
end
```

Here's a trick.

Use the **select**, **cut**, and **paste** keys to help you:

Select the instructions you used.

Cut them from the command center.

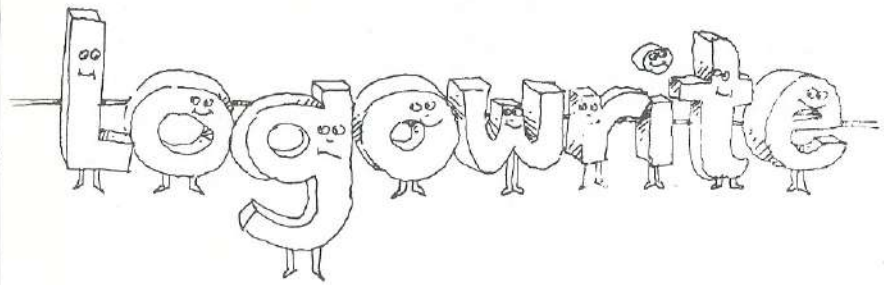
Go to the flip side of the page.

Paste in the instructions.

Add to and the procedure name.

Add **end**.

Press the **flip** keys.



Writing a Message in Code

Use your **code** procedure to write a message in code.

Clear the text.

```
ct
```

Now write your message. It can be about anything.

Press the **up** keys.

```
Lee,
Secret meeting 4 p.m. in clubhouse.
Bring food.
Sam
```

Press the **down** keys.

Type:

```
code
```

```
Laeaea,a
aSaeacaraeata amaeaeataianaga a4a
apa.ama.a aiana acalauabahaoauasaea.a
aBaraianaga afaoaoada.a
aSaaama
a
```

Decoding Your Message

Try this:

```
top
repeat textlen / 2 [cf delete]
```

This means divide the number of letters (**textlen**) in half.
You only need to erase the a's.

Delete erases the character under the cursor.

Define a **decode** procedure:

```
to decode
top
repeat textlen / 2 [cf delete]
end
```

Try both procedures with your message. First, write it in code:

```
code
```

Then decode it:

```
decode
```

More Things to Do

Here are some activity cards for you to do. They all have light green tabs.

Invitation

A Shortcut

Give Yourself Credit

One Key Typing

One Key Graphic Tricks

Save Time

Glossary

All primitives are either commands or reporters.

Here is a list of the primitives introduced in this booklet:

Commands	Short Forms
cf (for cursor forward)	
ct (for clear text)	
delete	
getpage	**gp**
insert	
top	

Reporters

textlen (for **text length**)

Special Words

to
end

Other Terms

flip side	The side of the page where you define procedures.
front side	The side of the page where you do your drawing or writing. It does not contain procedures.
procedure	A group of LogoWriter instructions with a name.
reporter	A word that reports some information. All words in LogoWriter's vocabulary are either commands or reporters.
subprocedure	A procedure used inside another procedure.
superprocedure	A procedure that runs another procedure.